

JOYSTICK JOLTER

HOME VIDEOGAME NEWSLETTER
CONTAINING
AMERICA'S MOST COMPLETE
LIST OF FUTURE GAME RELEASES

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THE JOYSTICK JOLTER APOLOGIZES TO ITS SUBSCRIBERS AND READERS. WE HELD up this issue on a tip of a major announcement by MATTEL. We were led to believe that they were to be leaving the game business entirely. Sure enough MATTEL has completely left the game market. Hardware and software for Intellivision and hand helds are all out. We really thought MATTEL was going to pull through it all. Their recent game releases have been excellent, though their marketing of some of them left us baffled. We thought their unit was beginning to show a spark as their new games, with superb graphics and gameplay, certainly were. It is with great sorrow that we say "Good-bye MATTEL".

Intellivision owners take heart though. A group of investors has bought out MATTEL's inventory and will continue producing software for Intellivision. We will have more information on this takeover in our next issue. We should hope that the new regime will have the insight to at least try to keep the talent that has brought Intellivisionaires such great recent releases as: Burgertime, Motocross and Dungeons and Dragons at least.

MATTEL will continue to honor all of their warranty responsibilities and will reportedly help with the smooth takeover of the now defunct MATTEL ELECTRONICS DIV.

In the past year we've seen DATA AGE, APOLLO, U.S. GAMES, VENTURE VIDEO, WIZARD, ODYSSEY, FOX, TELESYS, PROBE 2000, ZIMAG, COMMA VID, ULTRAVISION, VECTREX, CBS, MATTEL and others all leave the industry in one way or another. STAR-PATH has been bought up by EPYX and their excellent staff will now work on computer software only. Imagic has stopped all work on Atari and Intellivision games, centering on ColecoVision and computer software only. All this has caused many of our competitors out of business also. Both game magazines and newsletters have been affected. We must admit that we have been affected also. But, we are not ready to give up the ship yet.

A long time ago we told our readers that we would remain a "Home Video Game Only" publication, never filing pages with arcade games or computers. Time and circumstances have forced us to change that stance rather than to sink. Beginning with our next issue we will begin to include News, reviews and Future Software Releases for the Commodore 64. We would like to hear from our readers if they would like to see any particular type of software reviewed. Our plans call for reviewing not only games but the whole spectrum of available software (games, business, education, utility and any other we find). As soon as we establish ourselves with the software manufacturers we plan to spin off the Commodore 64 section into a separate entity. We already have the likes of BRODERBUND, HES, EPYX, SIERRA-ON-LINE, to name a few, willing to furnish us with review software. We promise all that we will try our hardest to cover the Commodore 64 better than it's covered anywhere else. We are in the process of adding two new reviewers to give us enough time with each and every piece of software reviewed. We are even going to do some advertising in a couple of national magazines, something we have never done before. We hope you will all wish us well.

COLECO COURT

Coleco owners have quite a bit to look forward to in early '84. Imagic's first game arrived this month with graphics and gameplay that made me tremble at the thoughts of what will soon be coming our way. Amiga's Joyboard with Mogul Maniac is due anyday. Watch ESPN's schedule for an upcoming Mogul Maniac Pro Ski Tournament on the Joyboard starring Suzy Chaffee. Believe me it was really held. Sierra On Line's B.C.'s Quest, reviewed this month gives us visions of grandeur of their future releases. MICRO FUN, remember Miner 2049er, has DINO EGGS, SCRAPER CAPER and some others coming. Atarisoft games will be bringing many more great Atari games to our CV units. New software suppliers SpectraVideo and Sunrise hopefully will have some pleasant surprises headed our way. If that's not enough to get you excited, good, because I saved the best news for last. Interphase has announced they plan to release CV games with voice without the necessity of a voice synthesizer. Lastly, but not least, Coleco will give us Destructor and Dukes of Hazzard for use with Module #2. Super Action Football, War Games and Congo Bongo should be early '84 releases. If that's not enough maybe you should pick up an ADAM to keep you busy.

ATARI ROAD

Atari Road this month appears to be nothing more than an empty parking lot. When you look at the FUTURE GAME RELEASES for the Atari 2600 and 5200 you will see what I mean. It appears that those companies still in the hunt are going to back off a while and take a wait and see attitude. We do believe though that 2600 owners will be treated to some really great games in the next few weeks. I'm looking forward to next month. See you then.

MASTERPLAY 5200 INTERFACE-ELECTRA CONCEPTS-ATARI 5200-The "TOP" 5200 add-on
you can buy is: ELECTRA CONCEPTS MASTERPLAY 5200 INTERFACE. How many times have you screamed, banged your fist on the table or even cried when a great game you were playing went down the drain because your old 5200 analog joystick didn't respond? Well cry no more, you now have a choice. Want to use The Boss, Pro-Sticks, Triga Command or any other 2600 compatible, digital joystick on the market? You can with the help of this GREAT add-on. All you do is plug the Masterplay's 15 pin cable into the 5200 joystick port, plug your old standard 5200 controller in port B and any 9 pin digital joystick in port A. Easy as 1,2,3 and you're all ready to go. There is also an auxiliary fire button for games that use two-buttons such as Defender. My scores actually sky rocketed after hooking this up. My enjoyment of some games I had previously disliked did also. By using ProStick II's my scores on PAC-MAN, MS PAC MAN and MINER 2049er literally went through the roof. I used various other controllers on other games with similar results. Best of all, should you want to play a game in which the old controllers are better (yes, there are some), there is no need to unhook everything. It's just a matter of switching the unit back to the standard units. This unit gives the player control of his game. A MUST for all 5200 owners. One Year Warranty. (\$19.95)

TRIGA COMMAND JOYSTICK-ELECTRA CONCEPTS-If you have a large hand or are looking to buy a joystick for someone who has one, look no further than this one. This unit is much too massive in size for most hands though. One of our regular 12 year olds who drop in to see "what's new" had trouble even holding on to this unit. But for larger hands such as I happen to have this is a fairly comfortable unit to use. Its fire button is located for easy index finger use. The fire button gives you an actual click each time it's pulled. The sound gives you a positive feel to each shot. For such a large unit the actual throw of the stick is very short, giving you fairly fatigue free play. Because of its size you almost have to put the base on a table or something solid so that you can use your other hand to hold it down. The suction cups that it comes with don't hold well enough for true hard hammering play. Although this unit has a loose feel with a bit of extra play it's not too much. Price and play make this an acceptable unit for anyone with above average size hands. We suggest though that you do try it on for fit. One Year Warranty, (\$15.95).

GAME REVIEWS

CONGO BONGO-SEGA-ATARI 5200-One of Two Player Game-One Skill Level-This is SEGA's two board translation of their popular four board arcade game. Board one is your hunter's safari to Jungle Mountain. Congo Bongo, the ever friendly ape, stands atop Jungle Mountain heaving green coconuts at you in your attempt to climb the mountain. Climbing up the first part of the mountain is easy, as is jumping the water at the two points where you must jump it. The second part of the mountain is equally easy as the monkeys will not bother you on level one. At level 2, one monkey will jump on your back, but that is easily shaken off by jumping three times. From level 3 on two monkeys will jump on your back and actually knock you off the ledge. On board one you must watch for the coconuts hitting you, falling in the river or off a ledge and running out of time. Easier than most of the games out for the 5200. Any one of the aforementioned happenings will cause you to lose a life. Moving to board two, The Great River screen brings you a whole new set of challenges. For those who haven't played Congo Bongo in the arcades this board is reminiscent of Frogger. You must first jump on a lily pad, ride it halfway across the river, jump on an island and from there you must jump onto a fish's back to the other side of the river being careful not to get stampeded by the raging rhino herd who inhabit that side of the river. If you get to the napping Congo Bongo you get to give him a hot foot and then back to board one with more challenges. SEGA's graphic work on this game are very nice with bold colors in a 3-Dimension perspective. Unfortunately the gameplay suffers badly. At times coconuts will kill you that are an inch away from you. After playing Congo Bongo for a while it can become quite repetitive with only the same two boards over and over again. You begin the game with 3 lives and can gain another life at 10,000 points.

BUCK ROGERS PLANET OF ZOOM-SEGA-ATARI 5200-One Player Game-One Skill Level-This is another of SEGA's translations of one of their arcade hits. Transposed into the 25th Century, you are Buck Rogers on the Planet of Zoom in another space shoot-em-up. This two board game is very easy to figure out, even for those of you who hate instruction booklets. The game begins with your ship flying just above the terrain of the planet Zoom. You must fly your ship between the Electron Posts in round one. In round two you fly your ship between the Electron Posts, but now you also have alien ships to shoot at or avoid. Round three adds Space Hoppers to the list of your enemies. Round four is played on board two which is an outerspace battle with the Mother Ship. You receive bonus points for the amount of fuel you have left after each round. Once you've gotten this far you move to level two and begin again on board one with each round with a different combination of enemies. There are 5 levels with 4 rounds in each one. You begin with three flagships and receive an additional flagship for each 20,000 points you score. SEGA did a beautiful job on the graphics. The 3-D effect of the planet ZOOM's surface is very well done. The gameplay is good, but not top drawer. The reason being that they used quite a bit of memory on the graphics. SEGA's releases have been improving a little at a time, with this being somewhat better than Congo Bongo.

SUPER COBRA-Parker Brothers-ATARI 5200-One or Two Player Game-One Skill Level-Arcade conversions prevail for the 5200 this month as we look at Parker Brother's version of the Konami quarter gobbler. This horizontally scrolling game for those who played it at their local arcade may have played Scramble, Cosmic Avenger or Vanguard, its kissin' cousins. Jump into your helicopter, get those blades revving and begin your 11,000 mile trek. Every level lasts for 1,000 miles and has different scenery and enemies. Flying through the cavern a press on the fire button will fire both your missiles and bombs. As you fly your chopper through the cavern you must avoid or destroy the obstacles you encounter, both on land and in the air. You will encounter six different types of attackers: rockets, ground artillery, flobbynoids, falling mines, comets and flying saucers. They will shoot at you or attack your chopper, depending upon what level you're on. There is a yellow bar at

the bottom of the screen that is your fuel gauge. You must watch it because if you fail to refuel (which is done by hitting the fuel tanks with your missile fire or bombs) before your tank is empty you'll lose one of your 5 choppers. I was glad to see that Parker Bros. kept one arcade gameplay aspect intact. That being the "continue" portion, where if you lose all your choppers all you have to do is press the fire button when the screen prompts you to "Press Button To Continue". I like beginning again where I just left off rather than to start all over again. This is another real good 5200 arcade adaption by Parker Bros.

RIVER RAID-ACTIVISION-ATARI 5200-One or Two Players-Four Skill Levels-The River of No Return has returned in a Tuxedo. This is truly a dressed up version of the 2600 Superstar. The 2600 version is one of the best games for that system. The 5200 version is really a beautifully souped up version. For our friends who have never played River Raid it is a shoot-em-up of the first magnitude. Your quest is to fly your jet up river over a beautifully done river and score as many points as possible by firing at everything in sight. The river and its banks are smooth, with channels that split off to one side or the other. You must keep your jet over the river for a simple slip over the land and your plane will crash. The enemy shows up in battleships, helicopters, jets, tanks and balloons. There are also fuel depots and bridges for you to blow up. Point values escalate from 30 points for a battleship all the way up to 750 for a bridge with a tank on it. Each section of the river ends with a bridge. You can start at the beginning or as you get better you can progressively start at a higher level. Starting at bridge 5 is only a bit tougher, at bridge 20 the channels have begun to get very narrow with your enemies getting more aggressive (firing at you from the air and on land). Finally beginning at bridge 50 is a challenge that will conquer even some of the best gamers. You begin the game with four jets (no matter what level you begin at) and earn an additional jet at 10,000 points. Score 40,000 points and you join the River Raiders and earn a River Raiders emblem from Activision. I found controlling my jet quite tough until I hooked up Electra Concepts Masterplay interface and a Kraft joystick and doubled my previous best score. The Electra Concepts Masterplay Interface will be reviewed later in this issue. This cartridge is a must have for all 5200 owners.

PITSTOP-EPYX-ColecoVision-One to Four Players-Three Skill Levels-EPYX enters the ColecoVision software ranks with a BANG. This is videogaming's best auto racing game to date by several laps. One to four players can play with one driving at a time(using either Expansion Module #2 or any other compatible joystick). You can set your skill level at Rookie, Semi-Pro or Pro. The length of the race can be selected from either 3,6 or 9 lap races. Also available are three racing options: a single race,a Mini-Circuit(3 races over different tracks) and the Grand Circuit(6 races over all 6 different tracks available). Should you be playing the single race version you can select from any of the six different famous courses programmed in the game. Any other option(Mini or Grand Circuit) will give you a computer generated selection of 3 or all 6 courses. The racing portion is reminiscent of most other car racing games. The variables that come into play in Pitstop that are missing in all the rest are your use of your fuel(the faster you push your car the faster you must pit for fuel) and also the wearing down of your tires(by either hitting the side of the road or bumping into other cars). Your tires change colors as they wear down. The pitstop screen has your car in the center with a 4 man pit crew to change tires and gas her up. It will take you some practice but you can really cut your pit time way down. Remember races are won and lost in the pits. When you play either the Mini or Grand Circuit with friends you're awarded money prizes for 1st,2nd, 3rd and 4th place finishes of each race. There is a tremendous amount of substance to this game that is not visible. Besides being videogaming's best auto racing game this is one of the most competitive non-violent games ever produced.

BUCK ROGERS PLANET OF ZOOM-SEGA-ATARI 2600-One Player Game-One Skill Level-SEGA's 2600 version of their arcade hit has two screens. You begin with five fighterships,used one at a time,and gain another one every 50,000 points. Control of the fighterships is very sensitive so a light hand or slow responding joystick helps. This is a real fast paced,high action contest that pits you(as Buck Rogers)against the tough Alien Saucers and Space Hoppers. It becomes an out and out war when you meet the Mothership. SEGA has done a good job with the graphics in this version. The gameplay while fast really fails to incorporate any real substance. It's an almost steady battle against the same elements,even though they get faster with each level good gamers will get bored in a fairly short time. An average or beginner may enjoy this one long enough to warrant buying it. See our review of the 5200 version in this issue for more info on gameplay.

CONGO BONGO-SEGA-ATARI 5200-One or Two Player Game-Four Skill Levels-Another of SEGA's 2600 translations of one of their own arcade hits. Congo Bongo is a two screen 3-Dimensional game. Graphics while beautifully colored are somewhat blocky. You can begin with either three or five lives with your Hunter moving either fast(EXPERT) or slow(NOVICE). You gain an extra life at 10,000 points. There are many quirks or glitches in our version and we have no reason to believe they don't exist on all cartridges. Things like coconuts that kill you without hitting you and falling in the river on screen two when you actually land on an object being just two of them. See our review elsewhere in this issue for more information on gameplay,as the 5200 version and 2600 version have basically identical gameplay. This one might be worth seeing before you put your cash down.

SORCERER'S APPRENTICE-ATARI-ATARI 2600-One Player Game-Four Skill Levels- One of Atari's Kid's Library selections. This game is based on the Disney movie Fantasia. Mickey Mouse plays the Sorcerer's Apprentice who must prevent the cavern from flooding by catching falling stars before they become brooms with water filled buckets. The game has two screens. On the mountain screen you catch stars and shoot at both stars and meteors. The gameplay on this screen is somewhat like the gameplay of Astromash for Intellivision. Mickey is graphically well done for a 2600 figure. You must try to catch and shoot as many stars and meteors as you can so that you can accumulate as many empty buckets as possible. You will need the buckets on the second screen. It's a good idea to collect a load of them before you move to the second screen. Having saved up enough empty buckets you can now go down the passageway into the cavern. By running Mickey off the far right or left of the mountain screen you will go through the passageway to the cavern. Once in the cavern you must start to bail out the water with all the buckets you've accumulated. Don't stay too long in the cavern though without going back up on the mountain and shooting some more stars. The beginner's level will allow very young children to play this,while the Supersonic level is acceptable for the older kids in the house. Atari has put some cute sounds in this game as well. This is definitely not a game for that teenager in the house,but you young gamers will enjoy it.

KRULL-ATARI-ATARI 2600-One Player Game-Four Skill Levels-Krull is based on the semi successful fantasy movie of this past summer of the same name. For those gamers who saw and enjoyed the movie this will be a game they wouldn't want to miss. For those who didn't see the movie,you might want to check this one out before you buy it. There are four screens beginning with Calwyns marriage to Lyssa. During the ceremony Slayers interrupt and attempt to kidnap Lyssa. You have to use your sword to protect her. You earn points by stabbing them, but look out they don't stab you. Sooner or later the Slayers will capture Lyssa and take her to the Black Fortress. Moving to screen two, where you will ride the Fire Mare across the Iron Desert. While crossing the desert you can pick up Glaives and extra lives(you begin with three)by pushing the fire button as the object passes below you. From there you go to the Widow of the Web board. You must jump over the strands of the web to reach the cacoon. When you reach the cacoon a flashing white light will tell you which passageway to use to go to the Black Fortress. When you finally reach the Black Fortress you'll find Lyssa locked away in a prison behind the Beast. You must throw the Glaives(by pushing the fire button and controlling their flight by using the joystick)around the beast and breakaway chunks of the prison. The Glaives will come rebounding back each time and you must catch it so that you may throw it back again and again. Once you've broken a hole in Lyssa's prison,throw a Glaive into the prison and Lyssa will come down to you giving you a fireball so that you can kill the beast. Kill him and begin the game again at a higher level. This game is a pretty good adventure and will take some skill before you can master it.

CHUCK NORRIS SUPERKICKS AND ARTILLERY DUEL-XONOX DOUBLE ENDER-ATARI 2600-Chuck Norris-One or Two Player Game-One Skill Level--Artillery Duel-two Player Game-Two Skill Levels--Chuck Norris,side one of Xonox's second Double Ender appears to be the hit side,if I have to pick one. Chuck Norris,while not the quality of Xonox's last 2,has some quality of its own. The graphics are average and the gameplay is quite good and definitely different than any game that's been marketed yet. Chuck Norris and his use of the martial arts karate kicks,punches and blocks are very well done. There are three basic screens with variations thereof. Chuck's quest is to earn his black belt and enter the Ancient Monastery to rescue a famous leader held hostage there. He must follow the path and fight off Yakuza warriors who attack in screen two by using thrust kicks,left and right forearm blocks. On screen 3 he is ambushed on the waterfront by Dorobo warriors and must use forearm blocks and punches. The action heats up when former Samuri warriors known as Ronin attack you at the village. Chuck must use both left and right somersault superkicks to ward them off. The path moves into the foothills where six masked Tengu warriors attack Chuck. Only a perfectly timed punch and superkick will take them out. Screen six and the approach to the Monastery bring on the seven Goemon guards. You'll need to use punches,thrust kicks and reverse superkicks to get by them. The deadly assassin Ninja warriors come into the picture now guarding the Monastery. You'll need all your tricks against the Ninja's. If you get by them though you've won the game and can take a nice hot shower.

/Artillery Duel/-This is really quite a primitive game in today's marketplace. Graphics are blocky and really suffer from the BLAHS! The premise of the game pits one person against another in a war situation. A supposed Alpine terrain appears with gun emplacements on either side,facing each other. On the top of the screen are three sets of letters and numbers. They are B-Barrel Angle,P-Powder level and W-Wind speed and direction. You must use the joystick to set the levels of the barrel and powder to aim your gun at your opponent's emplacement and fire. If you miss it's his(or her) turn to fire at you. Should you hit your opponent,the scene will change and you get to do it all over again. If thats not thrilling enough you get 30 seconds to get ready,set and shoot.

SPACE SHUTTLE-ACTIVISION-ATARI 2600-One Player Game-Three Skill Levels-When I first received SPACE SHUTTLE I could not believe it was a 2600 game. It has the graphics and gameplay of a very sophisticated computer game. Activision has managed to come up with something stupidous with SPACE SHUTTLE. This is the GAME OF THE YEAR. In actuality Activision has remade the 2600 into an actual space shuttle simulator. Steve Kitchen,the designer of SPACE SHUTTLE,put in over a year of work to bring this game to us. This game with its Flight Deck overlay for your VCS changes all the switches and actually redefines their use. SPACE SHUTTLE comes with a 32 page Flight Manual. The manual alone will take you longer to read than some games could keep your interest. I will tell you now,if you don't read it you'll never master this game. You also better be ready to put in a few hours of game playing to just become accustomed with all the "new" features your 2600 is now capable of. SPACE SHUTTLE is exactly as its name states,a space shuttle flight. From take off to docking to touch down. During the take off portion your screen vibrates and the sound level raises tremendously.Upon reaching 205 miles you must shutdown your engines. Now you become enthralled in getting the shuttle on the proper trajectory. Once your in a stabilized orbit you open your cargo bay doors. There is a tremendous amount of work to do to get ready for the docking sequence. When you become really good you'll want to try multiple dockings. Each one becomes tougher to accomplish. Finish your dockings and it's reentry time. Turn the shuttle 180°,get in the right angle,drop your landing gear and your ready to land. Bring her down without crashing and reap the rewards. If your able to dock 5 times and land with at least 4500 units of fuel and earn a Pilot's patch. Make 6 dockings with 7500 units of fuel left and you'll qualify for a beautiful Space Shuttle Commander's wings.

This game comes with an Autosimulator mode where you can learn some of the intricate controls and a Simulator mode so that you may learn a few more before you take on the full fledged SPACE SHUTTLE flight. This game is superb to play with a partner. One working the switches,the other controlling the ship. This game contains no shooting or killing of any kind and will keep you awake and busy for many hours. I hope this will spur on many more designers to use the 2600 to its full capacity.

B.C.'s QUEST FOR TIRES-SIERRA-ON-LINE-ColecoVision-One or Two Players-Four Skill Levels-This is Sierra-On-Line's first ColecoVision cartridge. Their debut into the world of videogames is smashing. We hope that they will follow up this with many more super games. B.C.'s Quest,based on the cartoon has cartoon like graphics with excellent gameplay. B.C.'s Quest is Thor's adventurous attempt to save Cute Chick from the dinosaur. Thor rides a stone wheeled unicycle in his quest to rescue C.C. The game begins easy enough with just some jumpingrocks and holes. As Thor wheels along though he comes to a petrified forest with many low branches to duck and fallen branches to jump. Soon he reaches the first river though. It is here he must jump from one turtle's back to another until he reaches the other side where the Old Fat Broad(their name not mine) swings her club at you and even dares you saying,"jump sucker". Get by her and Thor is now ready for an uphill climb,jumping the lava rocks that roll down towards you. When you reach the top you must leap up and grab the Dooky Bird's feet,so that it will carry you across the hot lava pit. Moving down the other side of the mountain Thor must pick up speed so that he can jump the ravine without hitting the face of the cliff. Should you make it across the ravine the toughest part of your voyage begins. The volcano has erupted and Thor must evade the boulders raining from the sky. He must evade them until he reaches the second river and he crosses over it on the turtles backs. The friendly(HA!) dinosaur will try to stop you before you enter the cave. As you duck the stalactites and jump the stalagmites you can feel the excitement,knowing C.C. awaits you at the other endof the cave. Can YOU meet the challenge and save C.C.. You'll get five chances to make it. Try it you're sure to love it. We can't wait for S.O.L.'s next entry for ColecoVision.

NOVA BLAST-IMAGIC-ColecoVision-One Player Game-Three Skill Levels-Imagic's first entry into the now heating up ColecoVision software war is absolutely stunning. Clint Ballard,Wilfredo Aguilar and Karen Elliot have put together the most refined good-looking graphics we've seen yet. Nova Blast is a horizontally scrolling,highly challenging game,in the Defender genre. If you are a Defender lover,this game,while there is no hyperspace function,will definitely tickle you innards. You control Nova 1(your fighter) over the four Capsuled Cities you have been given the responsibility to defend. You have been given an unlimited supply of lasers and bombs. Your lasers are fired by pushing your right fire button and you drop your bombs by pushing your left button. You

have a Surface Scanner, which is a radar screen, which allows you to see all four cities and all the attacking Flying Fighters and Water Walkers. Your flyer can take a total of 8 hits, either by collision with the fighters or shots from the Walkers, during each wave of attackers. Your cities can take eight hits before losing its shield, at which time one more hit will destroy the city. You can beam shield energy back down by positioning your ship above the city and pushing the left fire button. You will have to then position your ship above an Energy Depot and push the left fire button to replenish your energy supply. Bonuses are awarded after each wave. I adored my Intellivision version of NOVA BLAST, playing it almost everytime I reviewed any Intellivision games. I LOVE my ColecoVision version even more. This is the Best space shoot-em-up yet for ColecoVision.

FRONT LINE-COLECO-COLECOVISION-One or Two Player Game-Four Skill Levels-Coleco brings the TAITO Arcade game home. This version while good falls short of Coleco's usually excellent efforts at translation. This game was feverishly awaited by a legion of Front Line fanatics who will be sorely disappointed. The graphics while colorful, they are comparatively blocky by ColecoVision standards. This game uses the Super Action Controllers. The joystick controls your soldiers movement while the buttons control your firing functions. By using these controllers you can run one way and fire in another. The game pits you, the lonely soldier, against an army of invaders. Your gun has an unending supply of bullets and you also have as many hand grenades as you can throw. You must run up the roadway being careful of the mines and enemy soldiers who fire at you. There are trees located all over that you can't run or shoot through, you must run around. When you make it to the end of the roadway you come to the area where you will jump into a tank and try to blow the enemy tanks, which are now swarming all over you, away. You control your tank in the same way you controlled your soldier and must now start firing at both the light and heavy tanks. If your tank is hit and you're fast enough you can jump out of the tank before it blows up. Soon you come to the bridge over a river. You must guide your tank across the bridge and you're now confronted with a dangerous obstacle course with walls and barbed wire. Move ahead till you reach the fort. Jump out of the tank, run toward the fort and through a grenade over the wall. Successfully blow up the fort and your transferred to another front. You won the battle, but can you win the war.

TUNNEL RUNNER-CBS ELECTRONICS-ATARI 2600-One Player Game-Two Skill Levels-The lone awaited, highly publicized first person maze game Tunnel Runner has finally arrived. It's another of CBS's "Ram Plus" games, the games with added memory. So far I've been very disappointed with the "RAM PLUS" games, and Tunnel Runner hasn't changed that. In Tunnel Runner you see exactly what you would if you were in the tunnel running yourself. The tunnels are quite colorful, but that surely is not enough to make a game good. The runs are intricate sets of walls that form twisting, turning corridors you run through looking for escape doors. There are four different types of doors. Doors that will take you up one floor, two floors, down a floor and a transporter door that will throw you somewhere else in the maze. There is an allotted amount of time in each maze to escape through a door to another floor. All this must be done while staying away from the Maze Zots. The Maze Zots will chase you and cause you plenty confusion. There are three kinds of zots. Grey Zots are slow and dumb. The White Zots are faster and smarter and the Red Zots are college grads. If a Zot catches you, you lose a life. You start with three lives and gain one for every 1,000 points. If this is your type of game I would recommend that you try to find London Blitz by Avalon Hill. It has much superior gameplay and graphics. Sorry gang, but I just didn't like this one.

PINBALL-MATTEL-INTELLIVISION-One Or Two Player Game-One Skill Level-Mattel continues to release one good game after another. Pinball is loaded with colorful graphics and superb sound effects. There are three screens just loaded with greens, reds, purples, yellow, etc.. On screen one you'll find some bumpers, targets, spinners and a lane where your ball goes in, disappears and comes out the other side. Shoot your ball through the two V lanes and a white cup appears. Work the ball into the cup and BINGO you've made it to the second screen. The second screen or red screen, whichever you want to call it is even more impressive than the first. Drop down targets, mushroom targets and bumpers that add velocity to your ball. Take careful aim and spell out PINBALL. Knock down the twin drop targets and light up another cup. Knock down the Quartet Drop Targets to activate the moving targets. Hit the moving target within 10 seconds and score 25,000 points. Drop the ball in the white cup and move to the third screen. You've made it to the Big League (stealing a line from the instruction manual). Yellow, red and pink targets, a Uranium bumper and numbered bumpers are among the prizes to go for on this screen. Hit all four pink flip up targets down and score 50,000 big points. If you like playing pinball this game will give you all the action any arcade pinball machine can.

MOTOCROSS-MATTEL-INTELLIVISION-One or Two Player Game-This cartridge was originally scheduled for release in 1982. It was worth the wait. The graphics are enough to pop your eyes out. You see the wheels turning, the shadow of your bike on the ground when you jump and the way you land up on your head when you crash are among the best. This game could revive a lot more interest in Intellivision if they would just market it more enthusiastically. After all Motocross is a huge interest sport of most 13 to 19 year olds and aren't they the ones who play the most video games. The simulation is extremely realistic and more important than anything else it's fun. You have from three pre-programmed courses or you can make your own custom course. You can also select to race between one, two or all the way up to 10 laps per race. One player can race alone or against the computer controlled motocross racer who can also fall. Or two players can race against each other. Steering is a little tough getting used to, as usual with the disc, but also because you sometime are going in a different direction than you actually appear to be. Even when you do get used to it you have to be careful that you don't lose traction in the turns and slide off the track, landing up on your head. The side button controls acceleration. Holding it down for ten laps on the large course is pure torture. Other than that though this is one of Intellivision's most enjoyable games.

KABOOM-ACTIVISION-ATARI 5200-One or Two Player Game-Two Versions-Activision brings another 2600 upgrade to the 5200. The 2600 version was one of the most engrossing games available and now as a 5200 cartridge it becomes an even more engrossing game. For those who have never played Kaboom, it is a game that has a convict in his prison stripes called the Mad Bomber on the top of the screen dropping a never ending supply of bombs to the tune of the 1812 Overture. The bomber zips from one side of the screen to the other dropping his bombs. You must try to catch the bombs in the three water buckets you're given for that purpose. You can play with either large or small buckets, your choice. Should you miss one of his bombs you start the next level with only two buckets, miss again and your left with only one lonely bucket. You get to start at the previous level whenever you miss a bomb. For every 1,000 points (no easy chore) you can earn an extra bucket if you have less than 3. After only 7 or 8 rounds of bombs they're coming so fast that the bomber drops 150 bombs in between 10 and 15 seconds. That's more than 10 per second in case you didn't realize it. Score just 1800 points and you qualify for your Bucket Brigade emblem from Activision. Don't think its easy because 1800 points is an awful lot in KABOOM. The 3 highest scores of your playing session can be displayed on the High Score Screen with your initials. The pitch and catch version pits one player against another. One player as the Mad Bomber drops the bombs, the other attempts to catch the bombs. They go back and forth, switching places. This is one wild and wooly cartoon type battle.

MOUNTAIN KING-CBS ELECTRONICS-ATARI 5200-One Player Game-Eight Skill Levels-Mountain King is a challenge at running, jumping, climbing and listening. It has a dash of Miner 2049er and a pot full of its own meat (the plot). I found this version to be as tough a challenge as I did its 2600 little brother. In Mountain King you are an Explorer who has wandered deep into a long lost diamond mine. In this diamond mine is the secret Temple Chamber of a lost civilization. There is a priceless gold crown sitting high on a pedestal in the Temple Chamber, which is guarded by the dreadful skull spirit. But before you can even look for him or the chamber you must find and collect 1,000 points worth of diamonds and the Flame Spirit. The diamonds glitter brightly throughout the mine and are easily picked up by merely passing over them. Each cluster of 3 diamonds is worth 10 points. Collecting the 1,000 points is the easiest part of the game. Now you must attempt to find the Flame Spirit. This is a test of you eyes, ears and reflexes. Listen for the music. Once you hear the theme you must run in the direction that causes it to become louder, always watching for the slightest flicker of the Flame Spirit. Once you find the Spirit you must run directly on top of it, pull your joystick toward you and pick it up. Once you have it you must now run to the Temple Chamber. Upon reaching the Temple turn the Flame Spirit over to the Skull Spirit and enter the Temple. Scale the walls to get to the Golden Crown, get directly under the crown and push your joystick forward to put the crown on your head and pull it toward you to get off the pedestal. When you get out of the Temple and back in the mine your hardest task begins. You must try to now take the crown to the top of the mountain, where the Perpetual Flame is, before time runs out. The music (which is wonderful) gets faster as time gets shorter, causing the most adroit gamers to break into a cold sweat. Mountain King is one tough customer, with only one life to accomplish your quest for the Gold.

K-RAZY SHOOT OUT-CBS ELECTRONICS-ATARI 5200-One Player Game-One Skill Level-If you've even played Berzerk you've seen the basic screens and gameplay of K-RAZY SHOOT OUT. You are a Space Commander who is trapped in the deadly Control Sectors of Alien Droids. Alien Control Sectors are created at random, with millions of combinations of barriers and escape routes (so says the instruction booklet). You must try to advance your Space Commander through seven sectors destroying the Droids that dwell in each one. Points are scored for each Droid you shoot. Sector One contains unarmed, dumb Droids. In Sector Two the Droids begin firing their lasers at you and are much smarter. When you finally reach Sector Five (if you ever do that is) the Droids are as fast and smart as any enemy you're ever likely to face. And beside that they're as accurate a shooting bunch as your likely to ever see. If you chicken out and leave a sector before all the Droids are eliminated you are forced to replay up to two sectors you've already cleared, while receiving no points for doing so. Each sector also has a time limit and should you not get out of the sector in time the game is over. As in Berzerk, don't run into the electrified walls. Although there is no Evil Otto to contend with and there are never more than 3 Droids in the sector with you at any time, this is an arcade quality game. What is likely to hurt sales of this game though is the fact that Berzerk and this game were released almost simultaneously and with Berzerk being the more recognizable title it will far outsell this cartridge. At the end of each game you are classified as a GOON, ROOKIE, NOVICE, GUNNER, BLASTER OR MARKSMAN.

BLUEPRINT-CBS Electronics-ATARI 5200-One or Two Player Game-One Skill Level-CBS brings the Bally/Midway coin-op to the home for 5200 owners. This mind stimulating game has been translated extremely well by CBS. The object of the game quite naturally is to score points but I'll bet almost everyone who plays Blueprint quickly turns his (or her) attention to another priority. That is I believe you'll be watching poor Daisy running from Ollie Ogre more than a few times during each attempt to put the Blueprint together. Blueprint is a two screen game with quite a bit going for it. Screen one is a neighborhood made up of 10 houses, eight of which contain the parts of the blueprint of

your contraption. The other two houses contain bombs. On level one you control the Hero to run from house to house bringing the pieces to the bottom center of the screen. Also on the bottom of the screen is a start button and a Monster Pit. Should you enter a house with a bomb in it you have a short time to drop it in the Monster Pit. Every once in a while Sneaky Pete will come out of the Pit and try to push the Start button. You have to try to get to him first and drop him back in the Pit. If he reaches the start button you lose one of your five lives. Ollie will knock a flower pot from the top of the screen occasionally and if it hits you you'll also lose a life. If you can get all eight pieces together in the allotted time you push the Start button and attempt to shoot Ollie Ogre before he reaches Daisy. Hit him and you move on to the next level. The game ends when you lose your last life. One person controlling the Hero and another one keeping track of which houses have been visited can make Blueprint a pleasant two player simultaneous game. This is CBS's best 5200 game to date. We can only hope the trend continues onward and upward.

REPORT CARD

<u>ATARI 2600</u>	<u>G</u>	<u>G/P</u>	<u>-ATARI 5200</u>	<u>G</u>	<u>G/P</u>	<u>COLECOVISION</u>	<u>G</u>	<u>G/P</u>
<u>SEGA</u>			<u>SEGA</u>			<u>EPYX</u>		
CONGO BONGO	B	C	CONGO BONGO	B+	C-	PITSTOP	B	A
BUCK ROGERS	C	C-	BUCK ROGERS	B+	C+	<u>SIERRA-ON-LINE</u>		
<u>ATARI</u>			<u>PARKER BROTHERS</u>			B.C.'S QUEST FOR TIRES	A	A
SORCERER'S APPRENTICE	B	B*	SUPER COBRA	B	B+	<u>COLECO</u>		
KRULL	B	B	<u>ACTIVISION</u>			FRONT LINE	C	C
<u>ACTIVISION</u>			RIVER RAID	A	A	<u>IMAGIC</u>		
SPACE SHUTTLE	A+	A+	KABOOM	B	B	NOVA BLAST	A	A
<u>XONOX</u>			<u>CBS</u>					
CHUCK NORRIS	C	B	MOUNTAIN KING	B+	B			
ARTILLERY DUEL	D	D	K-RAZY SHOOTOUT	C	C			
<u>CBS</u>			BLUEPRINT	A	B			
TUNNEL RUNNER	C	C						

*FOR THE UNDER 12 YEAR OLD GROUP

GRAPHICS=G

GAMEPLAY=G/P

A=EXCELLENT

B=VERY GOOD

C=AVERAGE

D=POOR

F=GARBAGE

EACH GAME IS RATED SEPERATELY. THAT MEANS A GAME THAT RECEIVES A MARK OF B FOR THE 2600 DOES NOT COMPARE WITH A COLECOVISION GAME THAT HAS RECEIVED A B. ALL GAMES ARE REVEIUED BY THE STAFF OF THE JOYSTICK JOLTER AND ALL REVIEWS CONTAINED HEREIN ARE THE OPINIONS OF THE REVIEWER.

CONTEST NEWS

THE JOYSTICK JOLTER IS HAPPY TO ANNOUNCE THE WINNER OF OUR ATARI 2600 GIVEAWAY. WITH HUNDREDS OF ENTRIES FROM ALL OVER THE COUNTRY WE LANDED UP WITH A WINNER JUST ACROSS THE RIVER IN NEW YORK. HE IS JOHN GIBBONS OF GLEN OAKS, NEW YORK. CONGRATULATIONS JOHN. WE WERE VERY SURPRISED TO RECEIVE ENTRIES FROM PLACES SUCH AS IOWA AND MONTANA WHERE WE DIDN'T EVEN HAVE SUBSCRIBERS UNTIL NOW. LOOK FOR ANOTHER BIG GIVEAWAY IN THE NEXT MONTH OR TWO. CONGRATULATIONS AGAIN JOHN!

NEXT MONTH'S REVIEWS

In next month's issue we will have quite a few top reviews for you. For the 2600 there is TAZ by Atari, Pitfall II by Activision for ColecoVision-Frenzy by Coleco for Intellivision-Bump n'Jump and Dungeons and Dragons by Mattel--Turbo by Coleco plus we're working on quite a few more-Shuttle Orbiter and Out of Control by Avalon Hill to name a few. See you

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WHAT VIDEOGAME SYSTEM(S) DO YOU OWN:

ATARI 2600 ATARI 5200

COLECOVISION INTELLIVISION

ADAM COMMODORE 64

LAST
CHANCE
AT THESE
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NEW
PRICES
NEXT MONTH.

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FUTURE GAME RELEASES

ATARI 5200

ATARI
TEMPEST
ROBOTRON
XEVIOUS
SPITFIRE
SUBTERFUGE
PEANUTS
SPORT GOOFY
MILIPEDE
TAZ
LEGACY

PARKER BROS.
ASTROCHASE
TUTANKHAM
STAR WARS
GYRUSS
DEATHSTAR BATTLE

ACTIVISION
PITFALL

TIGERVISION
POLARIS
SPRINGER
RIVER PATROL

BIG FIVE
SCRAPER CAPER

INTELVISION

MATTEL
ALL STAR BASEBALL
XIV WINTER OLYMPICS
THIN ICE
MYSTIC CASTLE
THUNDER CASTLE
ILLUSIONS
HOVER FORCE

COLECO
PEPPER II
LOOPING
TIME PILOT
WILD WESTERN
FRENZY
TARZAN

ATARI 2600 VCS

ATARI
TAZ
MILIPEDE
PENGO
GRAVITAR
CHOPLIFTER
OSCAR'S TRASH RACE

ACTIVISION
PITFALL II
HERO
PRIVATE EYES
ZENJI

TIGERVISION
SPRINGER
MINER 2049er II
ESPIAL
SUPER CRUSH
SKY LANCER
CHANGES
INTUITION

AVALON HILL
OUT OF CONTROL
SHUTTLE ORBITER

AMIGA W/JOYBOARD
SURF'S UP
OFF YOUR ROCKER

AMIGA MULTIPLAY
ARCADE # 1
ARCADE # 2
ARCADE # 3

STUDIO GAMES
KNIGHT RIDER
MAGNUM P.I.
A-TEAM

COLECO
FRONT LINE
LOOPING
ROCKY

COLECO KID VID
BERENSTEIN BEARS

PARKER BROTHERS
JAMES BOND 007
ASTROCHASE
STAR WARS
GYRUSS
LORD OF THE RINGS
INCREDIBLE HULK

SYNAPSE
RELAX

ROKLAN
BELIEVE IT OR NOT

SIRIUS
SQUISH-EM

M-NETWORK
LOCOMOTION
BUMP N' JUMP
SCOOPY-DOO
HE MAN
ROCKY AND BULLWINKI

SUNRISE
GLACIER PATROL
SNOWFLOW

TOP TWENTY

1. Q*BERT
2. POLE POSITION
3. DIG DUG
4. BURGERTIME
5. POPEYE
6. MS PAC MAN
7. ENDURO
8. CENTIPEDE
9. SPACE SHUTTLE
10. MR. DO

11. JUNGLE HUNT
12. JOUST
13. DECATHALON
14. KANGAROO
15. REALSPORTS BASEBALL
16. FROGGER
17. ROBOT TANK
18. PITFALL
19. BUCK ROGERS
20. KEYSTONE KAPERS

COLECOVISION

MR DO'S CASTLE
SUPER ACTION FOOTBALL
DUKES OF HAZZARD
SATAN'S HOLLOW
WIZARD OF WOR
CABBAGE PATCH
NECROMANCER
RAINBOW WALKER
CAPTURE THE FLAG

AMIGA W/JOYBOARD
MOGUL MANIAC SURF'S UP

COLECO
DESTRUCTOR
WAR GAMES
STAR TREK
CONGO BONGO
WIZARD OF OZ
SKIING
CHOPLIFTER
ROC N' ROPE

ACTIVISION
RIVER RAID
PITFALL
KABOOM
KEYSTONE KAPERS

SPECTRAVIDEO
FRANTIC FREDDIE
SPECTRON
SUPER CROSSFIRE

ROKLAN
BELIEVE IT OR NOT

IMAGIC
MOONSWEEPER
WING WAR
FATHOM
DRAGONFIRE

MICRO FUN
SCRAPER CAPER
DINO EGGS
THE HEIST
GLOBE GRABBER
STATION FIVE

SUNRISE
CAMPAIGN '84
GUST BUSTER
QUEST FOR QUINTANA ROO
ROLLOVERTURE

IVS LTD
BLOCKADE RUNNER
SEWER SAM
SQUISH 'EM
AQUATTACK

ADAM

COLECO

DRAGON'S LAIR
SUPER SUB ROC 3-D
SUPER STAR TREK
SUPER ZAXXON
SUPER BUCK ROGERS
SUPER FRONT LINE
SUPER DONKEY KONG
SUPER DONKEY KONG JR
SUPER SMURF RESCUE
SUPER WAR GAMES
TUNNELS AND TROLLS
FAMILY FUED
PASSWORD
JEOPARDY
THE PRICE IS RIGHT
JOKERS WILD
TIC TAC DOUGH
WHEEL OF FORTUNE
FORTUNE BUILDERS
WORD GAME
ENTREPRENEUR
PERSONAL CP/M
BRAIN STRAINERS
TELLY TURTLE
SMART BASIC
SMART BASIC II
SMART FILER
SMART SHEET
TYPE WRITE
TIME TRAVEL
ELECTRONIC FLASHCARDS

THE "BEST OF" SERIES BY COLECO:
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SYNAPSE ALBUM
NECROMANCER
RAINBOW WALKER
SIERRA-ON-LINE ALBUM
JAWBREAKER II
TROLL'S TALE
SIRIUS ALBUM
CAPTURE THE FLAG
GRUDS IN SPACE
TYPE ATTACK
DR SEUSS' WORD FACTORY
RICHARD SCARRY'S ELECTRONIC WORD BOOK
" " RIGHT THING/RIGHT PLACE
SMURF PAINT N' PLAY THEATRE
DR SEUSS' FIX UP THE MIX UP
PRESIDENTIAL CAMPAIGN
SMART LOGO STEP BY STEP
ELECTRONIC GUIDE TO SMART BASIC
SMART MONEY MANAGER
SMART TICTURE PROCESSOR
SMARTWRITING CHECKER
SMART LETTERS+FORMS
SUPERCALC BY SORCIM

EPYX
TEMPLE OF APSHAI
UPPER REACHES OF APSHAI
GATEWAY TO APSHAI
CURSE OF RA
JUMPMAN JR.

HES WARE
GRIDRUNNER
OUBLIETTE
TURTLE TOYLAND JR
TURTLE GRAPHICS II
OMNI WRITER

SCARBOROUGH
SONGWRITER

BRODERBUND
LODE RUNNER

TRONIX
JUICE

DATAMOST
JET-BOOT BLACK
SUPER BUNNY
MR ROBOT AND HIS ROBOT FACTORY

CONTINENTAL
THE HOME ACCOUNTANT
THE TAX ADVANTAGE
F.C.M.-FILING, CATALOGING AND
MAILING

SIERRA-ON-LINE

THE PRISONER	FAMILY ORGANIZER
SIERRA BOXING	WIZ TYPE
SAMMY LIGHTFOOT	WIZ MATH
FROGGER	APPLE CIDER SPIDER
THRESHOLD	LEARNING WITH:
OIL'S WELL	FUZZY WOMP
STORY MAKER	LEEPER
LUNAR LEEPER	

SPINNAKER

FACEMAKER	SNOOPER TROOPS
ALPHABET ZOO	TRAINS
FRACTION FEVER	IN SEARCH OF THE
DELTA DRAWING	MOST AMAZING THING
AEROBICS	

HARCOURT BRACE JOVANOVIH
HBJ'S COMPUTER PREP FOR SAT

INFOCOM

ZORK I	STARCROSS
ZORK II	PLANETFALL
ZORK III	ENCHANTER
DEADLINE	SUSPENDED
WITNESS	INFIDEL

ADAM ALLEY

ADAM units are beginning to become available almost everywhere. They still aren't as readily available as many other computer units, but they're slowly showing up here and there.

Coleco has announced a load of new hardware for ADAM. All the new peripherals are reported to be easy to install and operate, practical and affordable. A few of these peripherals will expand "The Powers Of ADAM".

ADAM will soon be able to be expanded with a new 64K Memory Expander. The RAM card will plug right into the ADAM Memory Console and will increase Adam's memory to 144K. Adding the 64K board will allow you to add 32 more double spaced pages into memory when using Adam for work processing.

Another expansion device that will be used to expand ADAM is an additional Digital Data Drive, which you will be able to install right next to the original in the memory console. The use of both Digital Data Drives will give you a storage capacity of 500K.

Also available in the near future will be a 5 $\frac{1}{4}$ " double-sided, double-density disk drive. Each disc will have a capacity of 360K. Much of the new software that will become available this year will be available on both digital data pack and on disc.

Then there is the ADAMLink 1200 Direct Connect Modem—a 1200/300 baud full duplex modem complete with ADAMLink software. The modem will automatically adjust to a delivery rate of 300 or 1200 baud. When you buy ADAMLink you will get two free hours on ADAM-On-Line—a new information service created by CompuServe for ADAM owners.

All this shows that Coleco plans to give Adam owners all the necessary peripherals to expand their units in which ever way they choose to. It is hopeful that Coleco will be forthcoming with these add-ons in the near future. None of the above discussed peripherals have yet been introduced to the public nor tested by us. The prices have not yet been announced either.

There is as of now no other software available for ADAM other than that which is included with the ADAM package, but if you check our Future Release List you'll see well over 100 titles that have been announced for 1984 release. It appears that many software manufacturers believe that ADAM will indeed be a force to reckon with in the computer market place. We can't wait to begin seeing these games hit the market. We hope to review most of them for you in the Joystick Jolter. We hope to have America's most comprehensive coverage of ADAM. See you next month.